

Amendments to the Specification:

Please replace the paragraph starting on page 3 of the Specification with the following paragraph.

However, this approach has several disadvantages. First, the user cannot modify the DSP operations previously specified for a track without discarding the rendering file and re-rendering the tracks 1 to N. Such re-rendering is time consuming, defeats the purpose of preprocessing, and detracts from the creative process. Second, the rendering file produced through sequence level rendering has to be discarded when the user wants to move one of the tracks 1 to N.

Please replace the paragraph starting on page 6 of the Specification with the following paragraph.

The GUI has several windows open in each of these figures. Three of these windows are a time bar window 205, a display window 210, and an audio mixer 215. Each of these three windows is identified by its reference numbers in **Figure 2**. The time bar window 205 graphically represents video clips and audio bars in terms of bars that span across a horizontal axis that specifies time. For instance, in **Figure 2**, the time bar window 205 includes a video bar 220 that represents a video clip entitled DVI.mov, and four pairs of related audio bars 225, 230, 235, and 240 that represent four audio items entitled DVI.mov, Extreme Music, Audio2.mov, and Audio1.mov. The audio item DVI.mov is an audio item associated with the video clip DVI.mov. The other audio items have been added to the project separately from the video clip in this case.

Please replace the paragraph starting on page 8 of the Specification with the following paragraph.

Figure 2 also illustrates couple of features in the GUI 200 that pertain to the item level rendering. One such item is the item-level-render bar 252 that appears above each one of the audio item bars. Some embodiments use this bar to specify whether an audio item has a been pre-processed, and if so, what portion of the audio item has been pre-processed. As further described below, the item-level-render bar changes to a first color (e.g., changes to dark gray from white or from green) for the portion of the audio item that has been pre-processed. Also, the item-level-render bar changes to a second color (e.g., changes to green from white) when a sample rate conversion has been specified for an audio item. In **Figure 2**, the item-level bar 254c and 254d above the audio-item bars 230a and 230b are shown in the second color (e.g., green) to specify that a sample rate conversion has been specified for the audio item Extreme Music. In this example, the Extreme Music audio item is from a CD that has a 44K sampling rate, which does not match the DV medias 48K audio sampling rate.

Please replace the paragraph starting on page 10 of the Specification with the following paragraph.

As mentioned above, the entire audio item Audio2.mov overlapped with the segment 415, while a portion 420 of the Extreme Music item did not. Hence, a render file is specified for the entire audio item ~~Audio2.mov~~ Audio2.mov, while a render file is specified for all of the Extreme Music item except for the portion 420.